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Gaming Machines

Part of the attraction of playing gaming machines is they are neither complicated nor particularly expensive. With the exception of Video Poker, there is virtually no skill attached to playing them and you need only a basic understanding of the game and its procedures.

Playing slot or video machines is relaxing yet magical. People love the idea of risking a small amount of money for the chance to win a large amount. The magic begins the moment the reels start to spin - there is no bigger thrill than to hear the bells ringing on the machine you are playing and the sound of coins spilling into the tray.

GLOSSARY

Most gaming machines have the following:

- **BET ONE OR BET ONE CREDIT** - the button wagers one credit each time it is pressed.
- **BILL VALIDATOR** - accepts notes to issue credits or dispense tokens.
- **BUTTON PANEL** - the buttons that communicate player selections.
- **CASH OUT, CASH/CREDIT, PAYOUT OR COLLECT** - the button that converts machine credits to tokens.
- **COIN ACCEPTOR** - the slot that accepts the tokens.
- **COIN TRAY** - a metal tray on a machine where tokens are paid out or returned.
- **COINS BET METER** - displays the number of credits being played in the current game.
- **CREDIT** - this is equal to the denomination of the game being played. Games are played using credits to avoid continuous token handling.
- **CREDIT METER** - a display showing the total number of credits in the machine. The credit meter simplifies the game by allowing the player to play without having to continually insert tokens into the Coin Acceptor.
- **HIT FREQUENCY** - the average frequency at which winning combinations will occur on a gaming machine.
- **HOPPER** - an assembly inside the machine that receives, holds and dispenses tokens. When the Hopper is empty, it places the machine in an "out of order" mode. The service light will automatically flash, indicating to an attendant that tokens must be added to the Hopper.
- **LAST BET METER** - displays the number of credits played in the previous game.
- **MAX COIN, MAX CREDIT OR MAX BET** - the maximum number of credits the game will accept for a single play.
- **PAYLINE** - this line indicates where symbols must be positioned to be regarded as a valid part of a winning combination.
- **PAY TABLE** - indicates the symbols required to make up valid winning combinations and the credit payouts applicable to the various winning combinations.
- **SPIN** - the button that starts the play.

- **TILT** - an error in the machine operation that places the machine in an "out of order" mode which must be corrected before the play can continue. Should this happen, the service light on top of the machine will automatically flash, alerting the need for assistance from an attendant.
- **TOKEN** - a token is used for playing the slot machines. Tokens have the same value as money and may be exchanged back into money at the Cashier Desks.
- **TOP AWARD** - also known as a jackpot. This is the highest number of credits to be paid out for a winning combination. The Top Award is paid only with maximum tokens or credits wagered.
- **WIN METER** - displays the number of credits the player has won.

SELECTING A GAMING MACHINE TO PLAY

Should you prefer longer playtime for your money, select a high hit frequency machine. High hit frequency machines invariably display a lower Top Award on the Pay Table. Although the number of credits paid out is usually less than a low hit frequency machine, valid winning combinations normally occur more frequently (paying out often), therefore giving longer playtime.

If you prefer to win higher amounts of money, select a machine with a low hit frequency. Low hit frequency machines invariably display a high Top Award on the Pay Table. Although the machine may not pay out as frequently as a high hit frequency machine, a larger number of credits is usually paid for valid winning combinations.

It is never advisable to play just one token because, should the Top Award be "hit" with less than the maximum bet, you will not be eligible for this top prize. Rather play maximum bet on a lower denomination machine if, for example, you wish to bet no more than R1 a spin.

THE PAY TABLE

It is important to carefully read the Pay Table of a slot machine as this explains how the game plays and pays. The information on Pay Tables varies from game to game but all include the following:

- The minimum and maximum number of tokens or credits required to play.
- The symbols required to make up a winning combination.
- The credit payout for the winning combinations.
- The Top Award.
- Special features such as a "wild" symbol (a substitute symbol), for example.

HOW GAMING MACHINES WORK

The spinning reels or amount of tokens bet plays no part in determining the outcome of the Top Award. Players have as much chance of "hitting" the Top Award symbols whether they play one, two or more tokens.

Winning or losing combinations are all determined by the computer software in a machine. The outcome of a game is determined by means of a random number generator, which ensures that slot machine play is truly "random" by selecting numbers according to a pre-programmed mathematical formula - but with no regard to sequence.

Each spin is independent of previous spins or wins. Gaming machines are not preset to pay at specific times. Each player's chance of winning or losing is the same for every spin. Gaming machines have no control over the outcome of the play. Winning is a matter of precise timing - and luck. A machine does not pay out after a given number of spins. It simply pays out randomly.